

FIRST CONTACTS

"Gift Bearers of Númenor"

MerpCon III Version

A fan-based Middle-earth role playing adventure module
for use with any role playing gaming system set in J.R.R. Tolkien's universe.

(c) 2005-2008 Hawke

With many thanks for contributions by Chris W.

Draft 2011-08-01 - 04:07

Ea Module# 11105

Credits & Disclaimers....

Table of Contents

1. Background	3
2. Time-line First Age	4
2.1. Second Age	4
3. Part I – First Contact	4
3.1. Game Master's Overview	4
3.2. Players Introduction	6
3.2.1. Players on shore Introduction	7
3.2.2. Númenóreans' Introduction	8
4. Part II – No Good Deed	9
4.1. Narrator's Overview	9
4.2. Players' Introduction	11
5. Part III – “Ill” Omen	13
5.1. Dungeon Master's Overview	13
5.2. Player's Introduction	13
6. Part IV – Held Hostage	14
6.1. Game Master's Overview	15
6.1.1. Languages & Communication Barriers	15
6.1.2. Tragedy	15
6.1.3. Witness	15
6.1.4. Seven of Nine	16
6.1.5. Suspicion	16
6.1.6. The Demand	16
6.1.7. Where Are They When Needed?	17
6.1.8. The Plan	17
6.1.9. Outside The Warren	18
6.1.10. Inside The Warren	18
6.1.11. Temporary Turning of the Tide	19
6.1.12. Reinforcements, Not The Cavalry	19
6.1.13. Consequences	19
6.2. Players Introduction	19
6.2.1. The “Message”	20
6.2.2. The “Message” (Handout)	21
7. Part V – The Truly Dirty Dozen	24
7.1. Game Master's Overview	24
7.2. Player's Introduction	26
8. Part VI – Battle	27
8.1. Game Master's Overview	27
8.2. Player's Introduction	28
9. Appendix	29
9.1. Non Player Characters	29
9.1.1. NPC Chart - Part I – MERP	29
9.1.2. NPC Chart - Part II – Decipher LotR	34
9.1.3. Part II ICE MERPS Variant	34
9.1.4. NPC Chart – Part III - d20	36
9.1.5. Part III – ICE MERP Variant	38
9.1.6. Part IV – ICE MERPS Variant	39
9.1.7. NPC Chart – Part V – Rolemaster	43
9.1.8. Part V – ICE MERPS Variant	47
9.1.9. NPC Details - Part I – MERP	49
9.1.10. NPC Details – Part II – Decipher LotR	50
9.1.11. NPC Details – Part III - d20	51
9.1.12. NPC Details – Part IV – HARP	52
9.1.13. NPC Details – Part V – Rolemaster	53
9.2. Maps	55
9.2.1. Highest Level Area Map	55
9.2.2. First Three Villages Overview Map	55
9.2.3. Hëor Village Area Map 1	56
9.2.4. Hëor Village Map S.A. 611~	57
9.2.5. First Contact Zoom 1	58
9.2.6. First Contact Zoom 2	59
9.2.7. Halethian Hut Sketch	61
9.2.8. Warrens Exterior Sketch	62
9.2.9. Warrens Exterior Map	63
9.2.10. Warrens Main Level Map	64
9.2.11. Warrens Upper & Lower Levels Map	65
9.2.12. Part III - Village (1) Map	66
9.2.13. Part III - Cure Location Map	67
9.2.14. Part IV – Area Map	67
9.2.15. Part IV– Rendezvous Detail Map	69
9.2.16. Part IV – Village (1) Map	70
9.2.17. Part IV – Village (2) Map	71
9.2.18. Part IV – Caves Outside Area Map	72
9.2.19. Part IV – Caves Interior Map	73
9.2.20. Part V – Area Map	74
9.2.21. Part V – Village (1) Map	75
9.2.22. Part V – Village (2) Map	76
9.2.23. Part V – Village (3) Map	77
9.2.24. Part V – Village (4) Map	78
9.2.25. Part V – Village (5) Map	79
9.2.26. Part V – Village (6) Map	80
9.2.27. Part V – Village (7) Map	81
9.2.28. Part V – Village (8) Map	82
9.2.29. Part V – Village (9) Map	83
9.2.30. Part VI – Area Map	84
9.2.31. Part VI – Village (1) Map	85
9.2.32. Part VI – Battlefield (1) Map	86
9.2.33. Part VI – Battlefield (2) Map	87
9.3. Pregenerated Characters	88
9.3.1. Part I – MERP	89
9.3.2. Part II - Decipher LotR	92
9.3.3. Part III - d20	94
9.3.4. Part IV - HARP	96
9.3.5. Part V - Rolemaster	98
10. References	102
11. Index	103
12. Licenses & disclaimers	105

1. Background

The entire campaign of 6 parts begins in the Second Age 611 and then spans several years from that time period. Around S.A. 600/601 the Númenóreans first made landfall in Lindon and were greeted by Gil-galad. In coming years, the Númenóreans explored other parts of Middle-earth and beyond, making first contacts with various species all over Arda. Some were accounted for in Tolkien specific tales, others are just implied. This campaign follows the implied path in the years following the first contact in Lindon. It begins with the first Númenóreans returning to Middle-earth making their “first contact” with the primitive Men after being away on the island-continent for many centuries (over 550 years). Tar-Elendil 4th King of Númenor, currently reigns since S.A. 590, and will do so until S.A. 740. The setting is roughly in the area that would later be known as Andrast.

To the Fathers of Men of the three faithful houses rich reward also was given. Eönwë [the Vala of _____] came among them and taught them; and they were given wisdom and power and life more enduring than any others of mortal race have possessed. A land was made for the Edain to dwell in, neither part of Middle-earth nor of Valinor, for it was sundered from either by a wide sea; yet it was nearer to Valinor. It was raised by Ossë [Vala of _____] out of the depths of the Great Water, and it was established by Aule [the Vala of _____] and enriched by Yavanna [she who _____]; and the Eldar [the Elves] brought thither flowers and fountains out of Tol Eressëa. That land the Valar called Andor, the Land of Gift; and the Star of Eärendil shone bright in the West as a token that all was made ready, and as a guide over the sea; and Men marveled to see that silver flame in the paths of the Sun.

-- *The Silmarillion, Akallabêth. J.R.R. Tolkien.*

“In the Great Battle [in The War of Wrath], when at last Morgoth was overthrown and Thangorodrim was broken [1st Age 587], the Edain alone of the kindreds of Men fought for the Valar, whereas many others fought for Morgoth. And after the victory of the Lords of the West those of the evil Men who were not destroyed fled back into the east, where many of their race were still wandering in the unharvested lands, wild and lawless, refusing alike the summons of the Valar and of Morgoth. And the evil Men came among them, and cast over them a shadow of fear, and they took them for kings. Then the Valar forsook for a time the Men of Middle-earth who had refused their summons and had taken the friends of Morgoth to be their masters; and Men dwelt in darkness and were troubled by many evil things that Morgoth had devised in the days of his dominion: demons, and dragons, and misshapen beasts, and the unclean Orcs that are mockeries of the Children of Ilúvatar. And the lot of Men was unhappy.”

-- *The Silmarillion, Akallabêth. J.R.R. Tolkien.*

Then the Edain set sail upon the deep waters, following the Star; and the Valar laid a peace upon the sea for many days, and sent sunlight and a sailing wind, so that the waters glittered before the eyes of the Edain like rippling glass, and the foam flew like snow before the stems of their ships. But so bright was Rothinzil [Adûnaic name of Eärendil’s ship Vingolot with same meaning of ‘Foam-flower’] that even at morning Men could see it glimmering in the West, and in the cloudless night it shone alone, for no other star could stand beside it. And setting their course towards it the Edain came at last over leagues of sea and saw afar the land that was prepared for them, Andor, the Land of Gift, shimmering in a golden haze. Then they went up out of the sea and found a country fair and fruitful, and they were glad. And they called that land Elenna, which is Starwards; but also Anadûnë, which is Westernesse, Númenórë in the High Eldarin tongue.

-- *The Silmarillion, Akallabêth. J.R.R. Tolkien.*

This was the beginning of that people that in the Grey-elven speech are called the Dúnedain: the Númenóreans, Kings among Men.

-- *The Silmarillion, Akallabêth. J.R.R. Tolkien.*

2. Time-line First Age

540 - Morgoth destroys the dwellings of Fëanorians upon Amon Ereb. The last inhabitants of Beleriand flee to the south or to the Isle of Balar. Morgoth's triumph is complete.

542 - Eärendil arrives in Valinor and delivers the errand of the Two Kindreds.

545 - The Host of the Valar arrives in Beleriand.

545-587 - The War of Wrath. Morgoth is defeated; the remaining two Silmarils are stolen by Maedhros and Maglor, but are lost in the earth and in the sea; most of Beleriand and the lands to the north are sunk.

590 - Morgoth is cast into the Void; the Elves are summoned to Valinor and settle in Tol Eressëa; a small part of the Noldor and Sindar remain in Lindon or depart east and establish realms.

2.1. Second Age

The Second Age was 3441 years long.

1 - Foundation of Mithlond the Grey Havens under Círdan, and Lindon as the Noldorin Kingdom under Gil-galad

32 - Edain reach Númenor, Elros is crowned first King of Númenor

c. 40 - Many Dwarves abandon the ruined cities of Belegost and Nogrod in the Ered Luin and join Durin's folk in Moria

61 - Birth of Vardamir Nólímon, eldest child of Elros.

Subsequently three more children are born.

192 - Birth of Tar-Amandil

222 - Birth of Nolondil

350 - Birth of Tar-Elendil

361 - Birth of Eärendur

442 - Elros, also known as Tar-Minyatur, dies. Vardamir Nólímon succeeds the throne but abdicates immediately.

Tar-Amandil becomes third king of Númenor.

c. 500 - Sauron arises again in Middle-earth

521 - Silmariën is born in Númenor,[9] line of lords of Andúnië splits off the line of Kings

532 - Isilmë, sister of Silmariën, born

543 - Meneldur, brother of Silmariën, born

590 - Tar-Elendil becomes fourth king of Númenor.

600 - First Númenórean ships sail to Middle-earth.

611 - This campaign begins in the month of _____ (August) on the 21st day in the location of _____ with Part I "First Contact".

616 - Autumn, October 29th. Beginning of Part II "No

Good Deed..."618 - Late Summer, August 1st. Beginning of Part III "Ill Omen".

620 - Spring, May 5th. Beginning of Part IV "Held Hostage".

624 - Winter, January 1st. Beginning of Part V "Truly Dirty Dozen".

624 - Spring, April 15th. Beginning of Part VI "Battle".

3. Part I – First Contact

And the Dúnedain came at times to the shores of the Great Lands, and they took pity on the forsaken world of Middle-earth; and the Lords of Númenor set foot again upon the western shores in the Dark Years of Men, and none yet dared to withstand them. For most of the Men of that age that sat under the Shadow were now grown weak and fearful. And coming among them the Númenóreans taught them many things. Corn and wine they brought, and they instructed Men in the sowing of seed and the grinding of grain, in the hewing of wood and the shaping of stone, and in the ordering of their life, such as it might be in the lands of swift death and little bliss.

-- *The Silmarillion, Akallabêth. J.R.R. Tolkien.*

MerpCon III Session: #1.

MerpCon III Game System: ICE MERPS 2nd Edition.

"Level" equivalent: 1st Level.

MerpCon III Primary GM: Hawke R.

MerpCon III Secondary GM: Carl B.

MerpCon III Tertiary GM: C.W.

Time: S.A. 601 _____ (August 21st)

3.1. Game Master's Overview

3. PART I - FIRST CONTACT

For the first time in centuries (568 years), since they first settled the “Land of Gift” () the Númenóreans have sent ships to visit Middle-earth. They at first made landfall in Lindon and were greeted by Gil-galad. Over the years, the Numenoreans have been exploring the rest of Middle-earth and Arda.

Those players that chose Dúnedain/Númenórean, Noldor Elf, or Sindar Elven as their race, are on one of these “first contact” ships.

Those players that chose any other type of elf or Drúedain/Drûgh/Drû-folk/Wose would be on the shore (players/GMs discretion) aiding the villagers/PCs escape as a guide. Hobbits do not yet exist, though in a pinch a roughly similar (though taller) predecessor to the Fallohides could be used if it's insisted.

Any characters NOT of Dúnedain/Númenórean, or the above elven races or Drugh race, must be on the shore of Middle-earth when the ship(s) arrive. (Drûgh can be either). The people of the villages are descendants of “The Folk of Haleth” (Silmarillion, Unfinished Tales, Peoples of Middle-earth), who are the ancestors of the Dunlendings eons later.

These members are on the shore and see/greet (as the bravest of their people since the rest cower in fear of these unknown ships and their tall Men) the Númenóreans for the first time. This would allow for Dwarves and humans, and non-Númenórean men.

Meanwhile, Sauron's minions see the ship and the Númenóreans on the shore. Some leave to run and notify their chieftain, in terror, about the “Tall Men” (other titles?). Others are whipped into immediately attacking the people on the shore. The Númenóreans on the ship are in a longboat, approximately 500 yards away when the attack on those on the shore begins.

The party is pinned at the shore having been pursued by Sauron's dark minions, who were in the middle of pillaging their villages, and all the villagers that could, have fled, being pursued by the Orcs and wicked men, when they see a ship with tall men, and a long boat rowing to shore. There are (##) men on the long boat. (##) have bows...

The King and most of the great chieftains possessed swords as heirlooms of their fathers; and at times they would still give a sword as a gift to their heirs. A new sword was made for the King's Heir to be given to him on the day on which this title was conferred. But no man wore a sword in Númenor, and for long years few indeed were the weapons of warlike intent that were made in the land. Axes and spears and bows they had, and shooting with bows on foot and on horseback was a chief sport and pastime of the Númenóreans.

-- *Unfinished Tales, Description of the Island of Númenor.* J.R.R. Tolkien

The Númenóreans help the party route the dark forces on the shore, some of which might escape and send word to their chieftain.

This is the major combat of the game session. There could be some (adjustable, judged by time and GM's favor and party's bloodlust) additional combat at the village.

The Númenóreans will only encounter just this one tribe during this entire session. The Númenóreans do not meet any other tribes until their return in “Part II – No Good Deed...”

If some suggest going back to the main ship for reinforcements, add some screams and yells in the near distance from the village, to try to make it clear waiting for reinforcements will take too long. Try to encourage those who are there to go into the fray as is. The reinforcements will come in handy during the following session, and are not really going to be needed or effective for this first session.

Then they can/will help them route the attackers out of the village. It's no contest, at the site of these tall terrible Men, all/most/many (Time & GM's discretion) the evil forces flee immediately to bring word to their leaders of a new threat.

After the fight is over, the Middle-earth men take the Númenóreans to their primitive homes/villages/hideouts that survived the attacks, to meet their leaders and elders. At this point negotiations can begin between the Númenóreans and the Middle-earth denizens.

The Númenóreans could help the Middle-earth denizens in clearing the woods in the area, fortifying their defenses, and driving out through superior Númenórean forces combined with local denizens the unprepared (at first) dark minions of Sauron (orcs, trolls, etc.).

There are (##) additional Númenóreans on the main ship(s).



3.2. *Players Introduction*

There are two introductions available to read to the players. The first introduction is for any players on shore. If there are any Númenórean player characters in your group, then you will need to read the second introduction to them afterwards. If all the player characters are Númenórean, then skip the first introduction, reading only the second, and the GM will instead play those seen on shore as NPC's.

Languages & Barriers.

Players depending on the Drûgh to be translator and guide. And the Númenóreans are very estranged after 600 years in their language from the Mannish tongues. Their Adûnaic having taken on much of Quenya and Sindarin influences and it's own permutations. However, anyone able to speak in Quenya or Sindarin will be able to converse fluidly with the Númenóreans.



3.2.1. Players on shore

Introduction

It is the tenth day of the month of _____ (August) in the six hundred eleventh year of the Second age.

You and the others of your party have spent the night at this village of primitive Men. The villagers call themselves _____, and their village _____. You and your companions have wandered far, through much peril, trying to avoid and survive the many dark minions from the East that have overrun much of Middle-earth over the centuries. It is a hard time for all. Only in the few small outposts and strongholds of the Elves and Dwarves does some light shine in this land covered in darkness. The villagers have been very kind and generous. They have looked at those of you not of their race in awe, wonder, and fear. But once you made clear your intentions were not harmful, they opened up surprisingly quickly. They are a primitive people. They know not of metal working. They make primitive huts in the dense woods with only 10' high very poor walls of woven grass and mud protecting the village from the many beasts and wicked things roaming the wild lands.

They are amazed at your armor, weapons, and many other items far advanced beyond their means.

They have told you tales of their repeated flights from the "Wicked Men" of the East, and their cohorts the "Night Hunters". From their description you believe these "Night Hunters" to be Orcs.

It is now very early morning, the sun has not yet risen above the treelines, so the mists from the shore still lie heavy on the land.. You have just finished getting up for the day, being fed and donning your gear in preparation to continue your journey of exploration. You were in the middle of saying your farewells to the village chief and villagers, when a scream was heard from the other side of the village. All at once chaos erupted. Wicked Men and dark orcs started to leap from the walls and tear down the weak wooden gates bursting in. There are a score or more of them coming from all directions, dark metal gleaming. The villagers have only primitive wooden spears with rock tips and rock knives, no match for these assailants metal. Everyone, including the chieftain and his family flee in multiple directions. A Drúedain, who has been a guide to your group, quickly beckons for you and those few villagers pleading for your protection, to follow him. He quickly leads your party around between the huts and over a wall, and then you flee south with a handful of villagers.

Unfortunately, you did not escape undetected. Moments after you dashed into the woods, you heard the crashing noises and guttural laughter of swiftly following pursuit. The Drugh comments that he does not know this area, but is trying to find the fastest path of flight. You break out of the trees moments later, with the mist beginning to clear as you realize you have come to the shoreline of a lagoon. A few moments later you realize you have walked into a dead end. The creatures behind you slow their pace and begin throwing stones and wicked darts casually at you and the villagers. one villager panics and tries to climb the sheer basalt cliff face. he is a mere ten feet up when a heavy spear pierces him and he falls to the ground with a scream.

You turn to face your foes. Prepared to fight to the death...

The number of assailants needs to be adjusted by the GM depending on the number of players at the table. There will be 4 villagers who accompanied them, one of which the party will realize is the Chieftain's daughter if any party member pauses to ask or take count of who they

have with them, this will be quickly noted. Only the chieftains daughter, the Drugh, and one of the villagers who is a hunter has any weapons besides the player characters. The rest are completely unarmed.

If none of the players chose to play a Wose, then use the NPC “Drugh #1” as the guide. See NPC Chart – Part I – First Contact.

The attackers will number 8 “Wicked Men” plus their leader and 8 “Orcs” plus an orc leader. Totalling 18 assailants. This would be overwhelming odds for low level characters. Their survival depends on the help of the Númenóreans joining in as soon as possible.

If you have fewer than 4 players, then make the numbers 6 of each foe (plus the leaders). If you have 7+ players, then make the numbers 10 of each foe (plus the leaders).

The attackers will initially “toy” with their prey, waiting for the PCs to take action first. As soon as one of the assailants actually becomes hurt however, they will become enraged and charge in and attempt to slaughter them all. Keep in mind the daylight penalty for the orcs is currently only at half penalty because the sun is not fully up and the mist and trees diffuse it. The normal daylight penalty for the orcs is _____.



3.2.2. Númenóreans' Introduction

It has been more than five centuries since your ancestors, the Edain, left Middle-earth for the Andor, “The Land of Gift”, now known as the Kingdom of Numenor. More than five hundred years since your people have set foot on the lands of Middle-earth. You are all excited and anxious as you row your longboat from your great sea vessel through the narrow lagoon and approach the shore for the first time.

A heavy mist obscures the shoreline, you can only see the tops of tall, ancient trees above the mist helping guide you to the shore with cliffs on either side of you.

All you hear is a soft swish as your oars smoothly dip in and out of the water in strictly disciplined order.

Then you hear a cry echo from the cliff walls, followed by screams of terrors, shouts of agony, and guttural yells and laughter. You can not tell exactly where the noises are coming from, but you assume it comes from ahead.

A few more moments, and then the mist thins enough for you to see the shoreline.

You see in the distance smoke roiling up in black and grey clouds. You see that you are 300' from a soft sandy shoreline. On that shore is a cluster of people running along the shore, followed close behind by others throwing wicked-looking darts and stones, obviously taunted the terrified individuals attempting to flee. But they are trapped. They have come to a tall wall forming the cliffs. One attempts to scramble up the cliff, only to be pierced by one of the pursuers' missiles and fall to the ground with a scream of pain.

There are 8 of you in this longboat. None of you brought your armor and most only brought weapons normally used for hunting and foraging. You have only some spears, wood axes, and the bows that the leader and yourself brought. You are now longing for your armor back on the ship. No one has yet looked in your direction. What do you do?

If asked, give the details as listed in On Shore Players Introduction as to the numbers of people they see. The villagers are wearing primitive animal skins. But there is a group of heavily armed “others” amongst them. The Numenoreans only brought hunting gear. They were not prepared for heavy combat. Any player character that is on the boat did NOT wear armor. They only brought swords and axes. Only the leader has a bow (plus any player characters that may have brought a bow as well).

After the Númenóreans help the Middle-earth folk organize and improve their defenses, they left to take their ship back to Numenor to report home. They promise to come again with more reinforcements (how long is the trip each way?). It has been (months? years?) since the ship left...

Then the Men of Middle-earth were comforted, and here and there upon the western shores the houseless woods drew back, and Men shook off the yoke of the offspring of Morgoth, and unlearned their terror of the dark. And they revered the memory of the tall Sea-kings, and when they had departed they called them gods, hoping for their return; for at that time the Númenóreans dwelt never long in Middle-earth, nor made there as yet any habitation of their own. Eastward they must sail, but ever west their hearts returned.

-- *The Silmarillion, Akallabêth. J.R.R. Tolkien.*

This should end Session #1.

SESSION #1 END

Segment #2 “No Good Deed...”

4. Part II – No Good Deed...

But for long the crews of the great Númenórean ships came unarmed among the men of Middle-earth; and though they had axes and bows aboard for the felling of timber and the hunting for food upon wild shores owned by no man, they did not bear these when they sought out the men of the lands. It was indeed their grievance, when the Shadow crept along the coasts and men whom they had befriended became afraid or hostile, that iron was used against them by those to whom they had revealed it.

-- *Unfinished Tales, Description of the Island of Númenor. J.R.R. Tolkien*

MerpCon III Session: #2

System: *Decipher Lord of the Rings RPG*

“Level” Equivalents: 5th level

MerpCon III Primary GM: *Hawke R.*

MerpCon III Secondary GM: *Carl B.*

MerpCon III Tertiary GM: *C.W.*

Time: S.A. 605 _____ (Fall, October 29th)

4.1. Narrator's Overview

The title is a reference to the phrase “No good deed goes unpunished”.

During the previous visit by the Númenóreans one of the tribes was taught the secret of iron. While the Númenóreans were away, the tribe had several bad dealings with neighboring tribes (due to manipulation by spy of Sauron's minions) and since this tribe did not share the secret of iron with the other villages (as they had sworn to), they massacred some of the competing villages. The party/Númenóreans return to find this out and are wrathful.

Further investigation reveals that an “adviser” to the chieftain is a dark minion in fair form, who has used subtle magics to manipulate the mind of the chieftain. If the party finds this out, they can have someone (if no one has the abilities, find a shaman from another tribe (this tribe had their shaman “mysteriously” disappear shortly before/after the “adviser” joined them), remove the geas from the chieftain. If the party does not find this out, and remove the geas, then the chieftain will be hostile, will try to take them prisoner, forcing them to fight their way out if they do not comply. If they all become prisoner, then have the Númenórean ship arrive (if not already there), or another group of Númenóreans from the same ship (if already there), wreak vengeance and free the group.



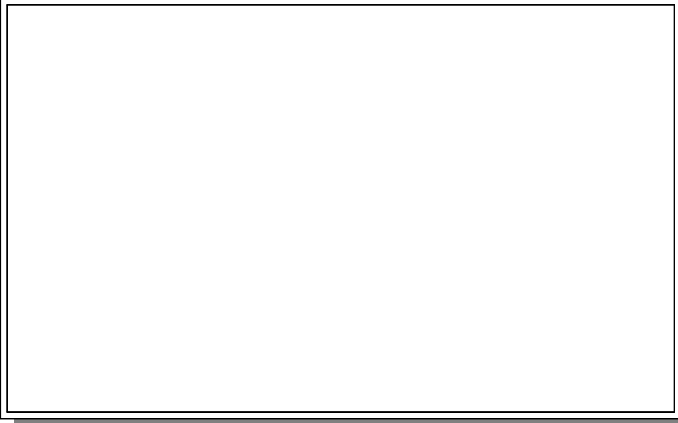
When the party returns, they find a single tribe has dominated (the one they taught iron to), and did not share the secret with the others. They now dominate the local villages, forcing them to pay tribute, work as slaves, etc. (All this because of the aforementioned manipulations of the chieftain by the minion/spy). When the boat makes shore, thinking that the armed party at the shore is their friends welcoming them, they are taken prisoner (or else fight and flee), and dragged roughly to the chieftain. He demands they teach them more “secrets”. Meanwhile, the minion has talked him into using the adventurer's boat to try a sneak attack the Númenórean great ship, setting fire to it and sinking it, killing most of those on the ship in the shark/creature infested waters off shore.

If the party is taken prisoner, they will not remain incarcerated for long. The very night they are locked up, the survivors of the fallen ship, rally the other tribes to sneak in and free the prisoners and sneak out. Alternatively, this could be a group of Númenóreans captured. The PCs are at a village outside the normal influence of the corrupt village. An escapee from either the village or the sunken ship makes it to the PCs village and begs help to free the captured Númenóreans. The PCs can help investigate why things have gone this bad so quickly (only a year), and/or sneak in and free the prisoners. None of the villages are willing to “rise up” they are too afraid of the dreaded iron weapons.

3 villages will be involved in this adventure. With maps and NPCs of note from each. There are villages further out that may be mentioned but are too many days away to be included in this portion of the campaign.

The villages are stronger in their defenses and arms, and better educated and trained in how to fend off the dark minions, who have been strangely silent since the arrival of the Men of Westeros. The villages have opened up trails/lines of communication with each other, and warning systems using a basic network of tall towers above the dense woods (not yet denuded by the Númenóreans) that can quickly light a fire and/or smoke beacon to alert the surrounding villages of attack, and to help unite them together in counter attack and defense.

4.2. *Players' Introduction*



This will end session #2.

SESSION #2 END.

5. Part III – “Ill” Omen



System: d20

“Level” equivalent: 7th Level

Session Name: “First Find The Cause...”

Primary GM: Hawke

Time: 607 (Summer August 1st)

5.1. Dungeon Master's Overview

These humans had camped away from their village, by the oceans, because their village was suffering some sort of terrible plague of illness.

The Númenóreans may go to the village and investigate.

If they dig deep enough, they will realize that since the town is located next to a swampy land, that there is an insect that is biting them and spreading the sickness (symptoms?).

This illness takes 1-3 days to manifest the symptoms, then several (7-10?) days before it kills about 80% of it's victims from diahrea, vomitting, dehydration, rashes, bleeding?, swelling. etc.

The old chief (sick) says he knew a time when he was a child when this happened, and his people found a flower/herb/nut/leaf/whatever, that cured them. Later they found a (applicable as a salve) plant that they could

wear or burn that kept the disease away (they didn't realize it was the bugs).

Back then however, the people eventually moved to here, and had not experienced this problem until this year for the first time in more than 40 years. They blamed it on the dark terror attacking them with his minions. Which is not necessarily untrue, though more insidiously indirectly than they think. The dark sorcerer manipulated/bred/released/transported this insect to the key locations to try to weaken the villagers in population and strength, in preparation for attacking them in their weakened state and taking any survivors as slaves.

The party will be assigned to work together to:

A: Figure out what is causing the illnesses

B: Attempt to figure out an immediate short term cure for those afflicted

C: (Time permitting) Attempt to find a way to permanently fix the issue of the cause (drain swamps, kill insects, introduce birds/animals that eat them, find/capture/kill the one who created them, etc.).

This adventure will primarily only involve the one primary village. Attempts to contact the other villages will be thwarted, because they believe they will catch whatever Ill Omen is taking out Village #1 (name).

Languages & Barriers.

Players depending on the Drugh to be translator and guide. And the Numenoreans are very estranged after 600 years in their language from the Mannish tongues. Their Adunaic having taken on much of Quenya and Sindarin influences and it's own permutations. However, anyone able to speak in Quenya or Sindarin will be able to converse fluidly with the Numenoreans.

5.2. Player's Introduction

END SESSION #3

6. Part IV – Held Hostage

And the evil Men came among them, and cast over them a shadow of fear, and they took them for kings. Then the Valar forsook for a time the Men of Middle-earth who had refused their summons and had taken the friends of Morgoth to be their masters; and Men dwelt in darkness and were troubled by many evil things that Morgoth had devised in the days of his dominion: demons, and dragons, and misshapen beasts, and the unclean Orcs that are mockeries of the Children of Ilúvatar. And the lot of Men was unhappy.”

-- *The Silmarillion, Akallabêth. J.R.R. Tolkien.*

Session: #4

System: ICE HARP

“Level” equivalent: 10th level.

Primary GM: Thom Denholm

Time: 609 (Spring, May 5th)

Adventure Timeline:

Day 1 – Chieftains meet at clearing and are betrayed and captured, with their aides and heirs hung by the trees. No one at the villages knows this has happened, since such gatherings can often take days before their return. There is only one witness, a 9 year old boy named Brëor, grandson of Chief Hëor.

Day 2 – (Noon) Brëor arrives in Hëor Village and falls asleep.

(Evening) Mother and shaman-woman coax response from Brëor, word is quickly sent by runners to the other villages.

Day 3 – (Throughout the day and night) Representatives from all the near 9 villages arrive at Hëor to decide what to do, this also includes the 2 surviving chieftains Hrëbäst and Kuör (who arrive first since they are the nearest to Hëor village).

Day 4 – (All Day) Much debate over what to do, and many throw suspicion on Hrëbäst and Kuor.

(Nightfall) In the evening, Kuor leaves meeting in anger to cool off, while he is away, Hrëbäst begins convincing all the other village representatives that this kidnapping must be Kuor's doing.

(Full night) The PC's arrive. They get 15 minutes (GM, watch the “real time” from when you finish reading the

introduction of their arrival), then the message is found and brought to the leaders. Kuor arrives shortly thereafter having been told of what was just found.

Day 5+ – (Either just after midnight or wee hours before dawn, or sometime in the day time or that following evening depending on what time they PC's decide). The PC's are lead by Brëor to the site of the slaughter. If the PC's wait until nightfall, they will unfortunately receive the first chieftains body (by troll toss), who is Hëor (the orcs know him to be the most dangerous to keep alive, and also assume that his death will cause the rest to fall in line very quickly).

(Just after full night) The body of Hëor (missing his left hand of course) is flung by Troll toss into the village. After that, after nightfall of each day, another chieftain will be flung into their own village. In the following order:

Day 5 – Heor, nearly full moon from Night 4 into Day 5, then just before sunrise, dark clouds begin to gather and that night heavy rainstorms begin.

Day 6 - _____, rainstorms continue.

Day 7 - _____, rainstorms end around noon.

Day 8 - _____, clear skies, full moon.

Day 9 - _____, clear skies, full moon waning

Day 10 - _____, mid-afternoon storm clouds gather, beginning another heavy deluge by nightfall.

Day 11 - _____, rains continue until evening, when they end and the skies clear.

6.1. Game Master's Overview

The dark forces managed through a series of subterfuge, trickery, and betrayal, to take a number of the local village's chieftains hostage.

This was accomplished by sending messages to each of the leaders of each tribe in the area, feigning to be from fellow tribesmen, organizing a meeting between them at a neutral location. A neutral location was required because many of the tribes tended to squabble and fight with each other when the Númenóreans were not around to keep them in line, or when too long a “peace” with the dark minions went on for too long.

6.1.1. Languages & Communication Barriers.

By this time (S.A. 609), the local villagers have had enough contact with the Númenóreans and most have learned to speak Adûnaic (albeit with heavy accents) as the “common tongue” between the other villages. Most still retain their tribal speech, but younger generations are beginning to adopt Adûnaic as their primary rather than secondary language. Each village speaks slightly different dialects in this group of 9, and villages further out have very differing languages. Some few, such as the Chieftains, have learned either Sindarin or Quenya as well.

6.1.2. Tragedy

The tribal leaders met at the location, each with only the leader, their primary aide, one successor and one bodyguard, only to find out it was a trap set by the dark forces, who killed all of the chieftains' underlings, including their heirs. and then took the surviving chieftains hostage. The slain were all hung by the neck from the surrounding trees and left hanging there.

6.1.3. Witness

The only reason the villages even found out the day after the gathering, was that one 10 year old child, Brëor, the grandson of the village's chieftain (Hëor), had stealthily followed and observed from afar. He witnessed the terrible events that followed, but managed to remain quiet. He ran in terror after the hangings, and was lost in the night. He only managed to find his way home during the following daylight hours.

At first when he came home, he would not speak a word to anyone, he walked in an exhausted daze. He was at first allowed to sleep, then later that evening, his mother, with the help of the local elderly shaman woman, managed to coax a response from him, which he then poured out an accounting of the terrible events in a tear-filled flurry. His father, Hrëor was dead, and his grandfather Hëor taken with his eyes wide open but unable to move. He saw only the Men in the daylight (the orcs hid in the woods out of the daylight, ready for battle

if reinforcements were needed to assist the “wicked men”). All tried to fight, then the orcs and wicked Men used small blowgun darts laced with a compound that quickly left their victims conscious but paralyzed. At that point, it was a simple matter for the Men to gather up the bodies, sort the chieftains from the underlings, have the chieftains carted off by wagon and horse, and then hang the rest from the nearest trees.

6.1.4. Seven of Nine

Seven of the local nine were captured. The two who were not caught, escaped the trap, because each had such strong animosity towards the other, that one would not attend if the other was there, so they ended up both avoiding the gathering. Instead, they sent their “representatives” who were much lower in ranking, and of course were slain.

These were the chieftains Hrëbäst (Hray-bahst) and Kuör (Qu-or). They were the nearest neighbors to Hëor Village.

6.1.5. Suspicion

There were a few days of great tension when at first when it was thought that either Hrëbäst or Kuör was responsible for the ambush. All knew of Hrëbäst's strong dislike of Hëor and jealousy over Heor's influence over the other villages, and none could forget the beating that Kuör had received at the hands of Hëor 11 years ago, and Kuör's animosity towards her later husband Hrëor. The beating had occurred when Kuör challenged Hëor to a match, for the right of Kuör to wed Hëor's daughter (Hëlan) against Hëor's (and Hëlan's) wishes. Hrëbäst was liked far more by the other villages than Kuör. Nearly all the tribes were arguing to attack Kuör's village, since he had been the most obvious culprit.

Fortunately, the ransom message came on the eve of just before many of the tribes were planning to begin their assaults against Kuör or Hrëbäst. The ransom message arrived, fortunately diffused the brewing of war between the villages (which if the orcs had been cleverer would have preferred to happen anyway), but of course this created a new tension and urgency.

However, many of the other tribes will still be suspicious

of the two leaders. They will turn out to have good cause, since it is Hrëbäst who turned out to actually have allied himself with Sauron's minions secretly. His hope was that with Hëor and his supporters out of the way, he would take power over all the other villages and unite them in taking Kuör.

6.1.6. The Demand

Complete surrender and subservience to Sauron and his minions immediately. Each day of delay will lead to another chieftain being slain, with his/her body defiled, and the pieces/remnants dropped into the respective leader's village by the strong arm toss of a troll.

This message was delivered to each village in a gruesome manner just after full night. The head left hand of each of the chieftains had been severed, and wrapped in a rough papyrus-like material inscribed with the message in blood, then tossed into the village by the toss of one of the trolls.

Now the tribes have to be convinced to try to overcome their terror and squabbles and work together, else all fall due to being too weak and discordant. Hrëbäst will be very willing to cooperate with everyone else, even Kuör. While Kuör will be openly against working with Hrëbäst in any way. Hrëbäst sees this as an opportunity to make a power grab, and will try to alienate Kuör, while ingratiating himself with the village de facto leaders and the PC's,

The other villagers are too weak without their leaders, too afraid to attack (and afraid the leaders will all just be slaughtered in a frontal assault – as they would be indeed), and at a loss as what to do. Hrëbäst will step to the fore and “take charge” (to the constant argument of Kuör). Kuör will storm out in anger to go cool off.



6.1.7. Where Are They When Needed?

A small number of Númenóreans (if there are any PC's in the party who are Númenórean) have stayed behind this year, rather than leaving with the ship on the usual years long gap between visits. This was done to try to prevent a recurrence of the previous betrayal by one tribe against the Númenóreans (see Part II - "No Good Deed..."), and to help the villagers advance and not fall into illness (see Part III - "Ill Omen") or back into darkness, and finally to try to help the different tribes negotiate a peace and unite their resources in an attempt to drive back the ever encroaching minions of Sauron.

Unfortunately, the PC's have been away for a few weeks making initial contact with tribes much further upstream that had been in little to no contact with this group of villages, so they were not around to stop this trickery and the subsequent tragedy from occurring. The PC's return to the village in the evening **just (15) minutes before**

the ransom note/message is discovered and delivered (thus diffusing the plans to assault Kuör).

If there are no PC Númenóreans, then the existing PC members are just returning instead, leaving the Númenóreans back at the distant village in negotiations. Either way, it will be up to the PC's to try to get the tribes to work together, and to come up with an effective plan. In a longer campaign setting you may let the players and NPCs interact and role play the development of what to do. However, in convention play setting, with limited time, the PC's will be directed as to the high level plan. Though the PC's can certainly decide on the details of how to implement it.

6.1.8. The Plan

If the PC's are struggling with ideas, or considering frontal assault (which would be disastrous for the chieftains and the villagers), have Kuör come up with the "cunning plan" to attempt a covert rescue. Hrëbäst will scoff at this plan as foolish, doomed to failure, and putting the other leaders too much at risk, trying to convince the others that Kuör is either the cause of this, or at the least hoping to cause the death of the other leaders so he can take power (ironic of course). Have the other representatives fully on board however with Kuör's plan having the PC's be this "elite force" however, along with at least one NPC as a guide. Neither Kuör nor Hrëbäst can be convinced to come along, citing their critical positions as the last of the free leaders. No amount of convincing, logic, cajoling, or taunting will get them to go further than following the trail to outside the caves. They will NOT help assault the outside or interior of the caves. (They will however be open to using the villagers as a diversionary tactic if suggested by the PC's).

The PC's will first go to the site of the slaughter. From there they can easily follow the trail in daylight, if night time, other accommodations need to be made (such as lantern or torch light, night vision, etc.) following by moonlight is a "Hard" difficulty to follow the wagon, horse and boot prints to the Warren. From there, the plan is for a small elite team to go into the enemy's caves, and try to escape with the hostages immediately. Every day of delay means the loss of another leader, starting with Hëor. This means the group needs to leave immediately

in the middle of the night with a minimum of time to prepare and gather any needed gear.

This is no simple task, and definitely requires high skill levels in subterfuge and silent death. But of course, any skilled PC adventurer will be of value.

6.1.9. Outside The Warren

The party will be lead by Brëor to the clearing where the slaughter and capture occurred, they will then follow the trail to a small cave network.

During the nighttime there are 8 orcs on duty outside the caves in various locations keeping watch, while some of the lesser “wicked men” normally on guard in the daytime sleep within the caves in their own section.

During the daytime, 8 lesser “wicked men” act as lookouts while the orcs sleep through the day.

Inside the caves is a warren of orcs who only come out at night time unless there is an alarm or a planned raid. The orcs in the warren are trusting that the evil men will set off the loud alarm bells (3 basic segments of metal in the shape of a triangle actually) in the case of any trouble, so the orcs sleep deeply during the day.

If the party keeps the 8 outer guards from making it to the caves or sounding the alarm, they can stop the orcs being alerted since they keep no watch inside the warren in their arrogance.



6.1.10. Inside The Warren

In the caves is a complex warren-like home to a group of 36 orcs, and a handful of wargs and other Orc-related nasties and slaves throughout the network of caves. If the party prevents the alarms from being raised (bells), then they could conceivably wipe out the orcs a group at a time, if they are very careful (and lucky).

However, if the warren becomes alerted, unless the PC's can hide themselves in the warren during the alarm (possible considering it's size), the party might find they may need to flee back to the village with so many of the orcs in pursuit. This could be used as a diversionary tactic, if it occurs to the PC's. The villagers would be willing to act as “bait” to set off the alarm and draw out as many of the orcs and wicked men as possible, then the party can attempt to sneak in, with far fewer forces in the caves. The NPCs do NOT come up with this however. Of course, the PC's run the risk of being inside the warren if/when the orcs return after the villagers lead them on a merry chase and eventually dissolve into the dense woods losing their pursuers without engaging any in battle.

If pursuing the PC's the orcs will break off pursuit as they come within bow shot range of one of the slightly fortified villages. As soon as the orcs are fired upon by the villagers on the (wooden) walls of the forts, the orcs will turn tail and flee back to the safety of their caves,

while some messengers are sent to other orc tribes for advice on what to do next.



6.1.11. Temporary Turning of the Tide

If the villagers round up reinforcements to go chasing after the orcs, they will find that the orcs will collapse the entrance to the caves (trying to crush as many of the villagers as possible in the landslide/cave-in/trap).

Meanwhile, the orcs will sneak out a back way following a river/waterfall. The orcs will go out of their way to avoid a large confrontation at this point. That is saved for Parts 5 & 6 of this campaign.

If the party finds the waterfall entrance, the orcs will fight desperately to try to escape and flee to other neighboring orc tribes. If more time is needed in this session (not likely) some orcs might be found to have remained hidden in the caves if the adventurers wish to thoroughly root them out. Others could continue to harry those that escaped out the back way, trying to prevent their getting to the other tribe(s).

6.1.12. Reinforcements, Not The Cavalry

If the party pursues some fleeing orcs for a few miles, when they party nearly catches up with the fleeing ones, an inverse of the chase before occurs.

The party stumbles upon another orc tribe's reinforcements, attacking in 50-100+ numbers strong. Forcing the party to turn tail and flee back to the safety of the village. The orcs will not pursue them very far.

6.1.13. Consequences

Whether the players succeed or fail, there will be consequences.

If the PC's are successful this will utterly enrage the evil leadership into ending the relative "peace" and beginning a constant harrying of all the villages, building increasingly in size and severity. That will be a segue into Part V "The Truly Dirty Dozen".

Any tribal leaders the PC's fail to bring back alive, will mean that those villages will scorn the PC's (and the the Númenóreans if any are in the party), and will actually join out of anger and fear, with the minions of Sauron, eventually helping in the final assault against the other villages in Part VI "Battle".

6.2. *Players Introduction*

Read aloud the following to the players:

It is the fifth day of _____ (May) in the six hundred and ninth year of the Second Age.

You and your fellow adventurers have just returned from a long journey visiting other villages across the countryside in an effort to help build some sort of unity between the villages and stand up to the ever encroaching dark forces of Sauron. You have been away from the greater Hëor (Hay-or) village area for several weeks.

You have returned late on this night, to find the area in chaos and uproar. The hurried words of the villagers as you arrived, have given you some understanding as to what has happened, as they guide you to the center of the village.

Nearly all the chieftains of the 9 villages in the area have been kidnapped. Only a small 10 year old boy was witness to the incident. Only 2 of the villages leaders, Hrëbäst and Kuör were not captured. They are here before you with other representatives of the surrounding villages, gathered at "The Meeting Place" gathered around a large fire. As you party approaches, you see each of them look up at you with various looks of surprise and relief.

At this point, have all PC's roll their perception check (Medium Difficulty) when they first arrive. For those that succeed, have them note that Hrëbäst at first seems very upset at their arrival as they walk into the area, but then quickly changes his expression and comes forward smiling, to welcome them in their time of need. Kuor is nowhere to be seen (yet) he had stormed out earlier in a rage. He will return about 1 minute after the arrival of the "message".

6.2.1. The "Message"

Your discussions are interrupted when a scream is heard near the village entrance to the East.

As you and the others rush to the front of the village, you come upon a small gathering of villagers staring down at the ground.

Upon closer inspection you a roughly fist sized lump of something wrapped in some sort of papyrus-like material.

As you open the "package" you see it contains a freshly severed hand. The hand has been blackened and cauterized by fire to keep it from oozing onto the writing that is on the inside of this wrapping.

The following is written, apparently in blood:

You may hand "The Message" handout to the players now while reading aloud:

Here this now.

You must give up and bow to us and Dark Lord.

*If you not. Each day you get one dead chief by troll
toss.*

If you try fight, we kill all chiefs.

You want let us know you surrender.

*You send messenger to place where chiefs taken
from we watch for you.*

*If Tall Men or Others come, we kill all chiefs. you
never find bodies.*

*So say me, Chief Druzûkh (drah-Zook) of Kututh
(Kuh-tuhth) Clan.*

6.2.2. The "Message" (Handout)

END SESSION #4

7. Part V – The Truly Dirty Dozen



System: *Rolemaster*

“Level” Equivalent: *15th Level.*

Session Title: *“The Truly Dirty Dozen”*

Primary GM: *Chris Wade*

Time: *Second Age 613 (Winter (January 1st)).*

7.1. Game Master's Overview

The Númenóreans have dropped by, and helped (temporarily) quell the recent years of increasing attacks (after the hostage crisis several years earlier causing a serious resumption and escalation of hostilities, and the revelation of an Orc and Wicked Men cave “Warren” developed so close to, and in the midst of the villages in preparation for larger forces).

After a several months long campaign, the “troubles” seem to be ended thanks to the might of the Men of Westernesse and the valour of some of the village folk.

Months, then years go by, and not a trace of dark minions are seen any more, other than in a very few whispered rumors and stories.

The assumption of many is that they have been driven off for good.

Alas, it is not so. The dark forces have been gathering far away in preparation for revenge, but biding their time, assuming the Númenóreans will once again leave. They wait until some time after the main body of the Númenóreans leave once again to head to their homeland just to be sure, before they begin the attacks with a vengeance.

The dark forces do not plan to attack until the Spring thaws though, because the current weather slows their forces significantly.

They do not try an all out single massive force assault (yet). They do wish to “soften up” their intended targets beforehand however. So they begin systematically attacking a single village at a time in the middle of the night with no warning, and no prisoners, or escapees to warn others. Then, after ravaging the village and all it's denizens thoroughly, they disappear before the sun rises.



It turns out not to be a massive force of many weak underlings (which are gathering in the East in preparation for a final assault). Instead, it is an elite team of highly skilled Men & “Others” who serve the darkness, using clever combinations of poisons/sleep-induction, stealth, Blitzkreig tactics, and general overwhelmingly powerful NPCs to dominate.

They number only 12. But they are a powerful, well equipped, intelligent, and ruthless group. But their “boss” is more daunting then all of them combined.

The 12 are actually somewhat of a diversionary tactic however. The goal being to try to draw out the most powerful defenders (and the assumption is the best leaders) of the villages. Once the “dirty dozen” know the PC's are after them, they will attempt to lead them on a merry chase to the abode of their “Boss”. The dirty dozen are not the most skilled in direct hand to hand combat, though they are no slouches in that arena. Instead their mastery lies in ambush, poisons, and subterfuge, with a powerful backup of course. Once the PC's are led to the lair of the _____, one of the dirty dozen will send a messenger, and have a larger, albeit less skilled force, attack all the villages at once.

Worse yet, they are leading the party to a terrible trap. They have made a pact with a minion of Morgoth who escaped the destruction of Thangorodrim and fled after their master's capture. This is a Demon?/Balrog?/Dragon?

If the PC's do not catch on to this in time, this attack will wreak terrible havoc on the homes.

This will not wipe out the population as thoroughly as this elite force has done, but it will raze ALL the villages to the ground with their wooden fortifications destroyed as well. The people will have to “run to the hills” and the sea to “tough it out” until the Númenóreans return (who were planning to come back 1 year from the day they left).

If the Pcs become aware of this tactic, and organize the villagers properly into actually surviving at least at one village and if the villagers (and PCs) fend off the attacks successfully, and/or kill/capture the key NPCs, the evil forces will pull back completely for some months to lick their wounds and finish building up their forces far to the East (still unbeknownst to the Pcs and good villagers (unless the Pcs manage to get one of the key NPCs prisoner, and force them to confess what they know (no underlings know about this in this area))).

Whirwingthethil wants the truly dirty dozen to try and have the adventurers lured into deep woods where 10 giant (lesser) spiders are waiting (8th level each).

Whirwingthethil is a Vampire of Morgoth/Sauron. 25th level.

1. Lesser Vampire (Group Leader, 15th level) boss-kin.
2. Man (Variag, 14th level)
3. Man (Wicked, 13th level)
4. Man (Haradrim, 12th level)
5. Werewolf (12th level)
6. Giant (12th level)
7. Cave Troll (12th level)
8. Mountain Troll (11th level)
9. Easterling (9th, owns/rides warg)
10. Warg (8th level)
11. Mewlip #1 (4th level)
12. Mewlip #2 (4th level)

7.2. Player's Introduction

END SESSION #5



BEGIN SESSION #6 (final)

System: *Games Workshop Lord of the Rings Strategy Battle Game System*

Session Name: “*Seige or Seize*”. or “*The Shadow From The East*”. or “*Darkness Rises*”.

“Level” equivalent: *20th level.*

Primary GM (Referee & Dark Forces): *David Toutonghi.*

Time Period: S.A. 613 (Spring, April 15th)

8.1. Game Master's Overview

Then the Númenóreans will return to help them recover their ransacked homes. And wreak revenge on the local attacking groups. But again, without knowing what far worse forces were amassing to the East.

After decimating the local forces quite successfully, the local denizens and Númenóreans will want to make a stronger effort to push back Sauron's minions much further than before, so that such an attack is not so easily done again.

8. Part VI – Battle

When the Númenóreans return, they come in far greater numbers than just the single ship from the first visit.

So they, working with the locals, will have larger skimishes. This is building towards the final “big battle” in the final session.

It may be the Dark Forces, or the Villagers that finally gets fed up with the “skimishing” going on here and there. But the end result is the building of large forces on both sides, culminating in a massive battle.

There will be hundreds fighting on each side.

Approximately 250 on the side of the Villagers and more than 500 on the side of the “bad guys” being a mix of orcs, mixed men, trolls and other minions.

The Númenóreans will number approximately 150 initially (50 per ship?), with the reinforcements arriving later number around 600 (20 ships at 50 each).

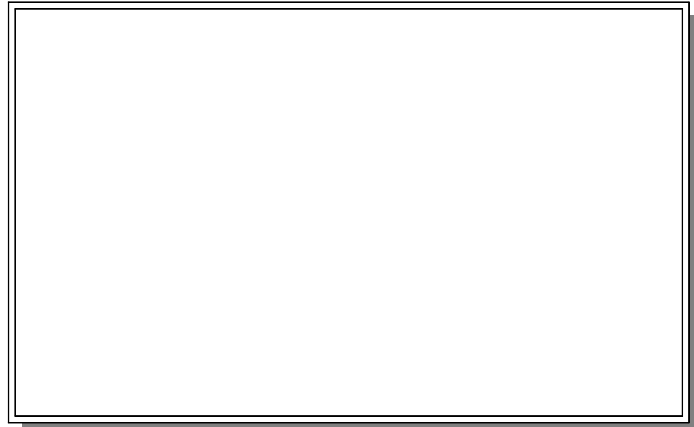
The forces that have been amassing far to the East, are now beginning to rally nearby.

If the villagers take a more defensive action, then the dark forces will come to them, surround their recently rebuilt (and many NOT completely rebuilt) fortresses, and not wait to lay siege (for fear of Númenórean reinforcements, which ARE on the way by sea), and begin assailing immediately.

Though there is a more sizable force of Númenóreans now (3 ships worth?), there is a far greater fleet that has been called for since finding out about the building forces (20 ships worth), but they are some weeks away. This means they will have to stay alive long enough for the reinforcements to arrive.

If however the villagers decide to go on the offensive, this will take the dark forces by some surprise, putting them more on the defensive than they are used to or prepared for. They may not be finished rallying, so routing through loss of morale will be more likely. They may be found in more open areas as well, preparing to gather, rather than in the safety of networks of caves, or behind the walls of their stone-hewn-and-metal-forged-fortresses.

8.2. *Player's Introduction*



END SESSION #6

END ALL GAME SESSIONS FOR MERPCON III.

9.1.1. NPC Chart - Part I - MERP

9. Appendix

9.1. *Non Player Characters*

9. Appendix

<i>Name</i>	<i>Lvl</i>	<i>Hits</i>	<i>AT</i>	<i>DB</i>	<i>Sh</i>	<i>Gr</i>	<i>Melee OB</i>	<i>Missle OB</i>	<i>MM</i>	<i>Notes</i>
Village 1 Chief Hëor	5	81	SL/5	+15	n	n	120spear	90 short bow	+10	Age:40
Numenorean Ship Captain	11	129	Ch/							
Village 1 Shaman	7									
Wicked Man Leader										
Wicked Man 1										
Wicked Man 2										
Wicked Man 3										
Wicked Man 4										
Wicked Man 5										
Wicked Man 6										
Wicked Man 7										
Wicked Man 8										
Orc 1										
Orc 2										
Orc 3										
Orc 4										
Orc 5										
Orc 6										
Orc 7										
Orc 8										
Orc Leader										
Village 1 Chief's Son										
Village 1 Chief's Daughter										
Village 1 Scout/Hunter										
Villager 1										
Villager 2										
Villager 3										
Villager 4										
Villager 5										
Villager 6										
Villager 7										
villager 8										

9. Appendix

Name	Brg	Nim	Per	Str	Vit	Wit	Sta	Swi	Wil	Wis	Def	MvR	Sk1	Sk2	Sk3	Sk4	Siz	Ht	Wnd Lvl	Notes	
Village 1 Chief																					
Numenorean Ship Captain																					
Village 1 Shaman																					
Wicked Man Leader																					
Wicked Man 1																					
Wicked Man 2																					
Wicked Man 3																					
Wicked Man 4																					
Wicked Man 5																					
Wicked Man 6																					
Wicked Man 7																					
Wicked Man 8																					
Orc 1																					
Orc 2																					
Orc 3																					
Orc 4																					
Orc 5																					
Orc 6																					
Orc 7																					
Orc 8																					
Orc Leader																					
Village 1 Chief's Son																					
Village 1 Chief's Daughter																					
Village 1 Scout																					
Villager 1																					
Villager 2																					
Villager 3																					
Villager 4																					
Villager 5																					
Villager 6																					
Villager 7																					
villager 8																					

9. Appendix

9.1
Dec

9.1

<i>Name</i>	<i>Lvl</i>	<i>Hits</i>	<i>AT</i>	<i>DB</i>	<i>Sh</i>	<i>Gr</i>	<i>Melee OB</i>	<i>Missile OB</i>	<i>MM</i>	<i>Notes</i>
Village 1 Chief										
Numenorean Ship Captain										
Village 1 Shaman										
Wicked Man Leader										
Wicked Man 1										
Wicked Man 2										
Wicked Man 3										
Wicked Man 4										
Wicked Man 5										
Wicked Man 6										
Wicked Man 7										
Wicked Man 8										
Orc 1										
Orc 2										
Orc 3										
Orc 4										
Orc 5										
Orc 6										
Orc 7										
Orc 8										
Orc Leader										
Village 1 Chief's Son										
Village 1 Chief's Daughter										
Village 1 Scout/Hunter										
Villager 1										
Villager 2										
Villager 3										
Villager 4										
Villager 5										
Villager 6										
Villager 7										
villager 8										

9.1.4. NPC Chart – Part III - d20

9. Appendix

<i>Name</i>	<i>Lvl</i>	<i>Hits</i>	<i>AT</i>	<i>DB</i>	<i>Sh</i>	<i>Gr</i>	<i>Melee OB</i>	<i>Missle OB</i>	<i>MM</i>	<i>Notes</i>
Halethian Village 1 Chief Hëor	13									Halethian
Halethian Village 2 Chief Hrebäst										
Halethian Village 3 Chief Kuör										
Wicked Man Leader										
Wicked Man 1										
Wicked Man 2										
Wicked Man 3										
Wicked Man 4										
Wicked Man 5										
Wicked Man 6										
Wicked Man 7										
Wicked Man 8										
Orc 1										
Orc 2										
Orc 3										
Orc 4										
Orc 5										
Orc 6										
Orc 7										
Orc 8										
Orc Leader										
Village 1 Chief's Son										
Village 1 Chief's Daughter										
Village 1 Scout/Hunter										
Villager 1										
Villager 2										
Villager 3										
Villager 4										
Villager 5										
Villager 6										
Villager 7										
villager 8										

Part IV – Held Hostage – NPC Chart

9.1.5. Part III – ICE MERP Variant

**9.1.6. Part IV – ICE MERPS
Variant**

9. Appendix

<i>Name</i>	<i>Lvl</i>	<i>Hits</i>	<i>AT</i>	<i>DB</i>	<i>Sh</i>	<i>Gr</i>	<i>Melee OB</i>	<i>Missle OB</i>	<i>MM</i>	<i>Notes</i>
Village 1 Chief										
Numenorean Ship Captain										
Village 1 Shaman										
Wicked Man Leader										
Wicked Man 1										
Wicked Man 2										
Wicked Man 3										
Wicked Man 4										
Wicked Man 5										
Wicked Man 6										
Wicked Man 7										
Wicked Man 8										
Orc 1										
Orc 2										
Orc 3										
Orc 4										
Orc 5										
Orc 6										
Orc 7										
Orc 8										
Orc Leader										
Village 1 Chief's Son										
Village 1 Chief's Daughter										
Village 1 Scout/Hunter										
Villager 1										
Villager 2										
Villager 3										
Villager 4										
Villager 5										
Villager 6										
Villager 7										
villager 8										



**9.1.7. NPC Chart – Part V –
Rolemaster**

9.1.8. Part V – ICE MERPS Variant

9.1.9. NPC Details - Part I – MERP

**9.1.10. NPC Details – Part II –
Decipher LotR**

**9.1.11. NPC Details – Part III -
d20**

**9.1.12. NPC Details – Part IV –
HARP**

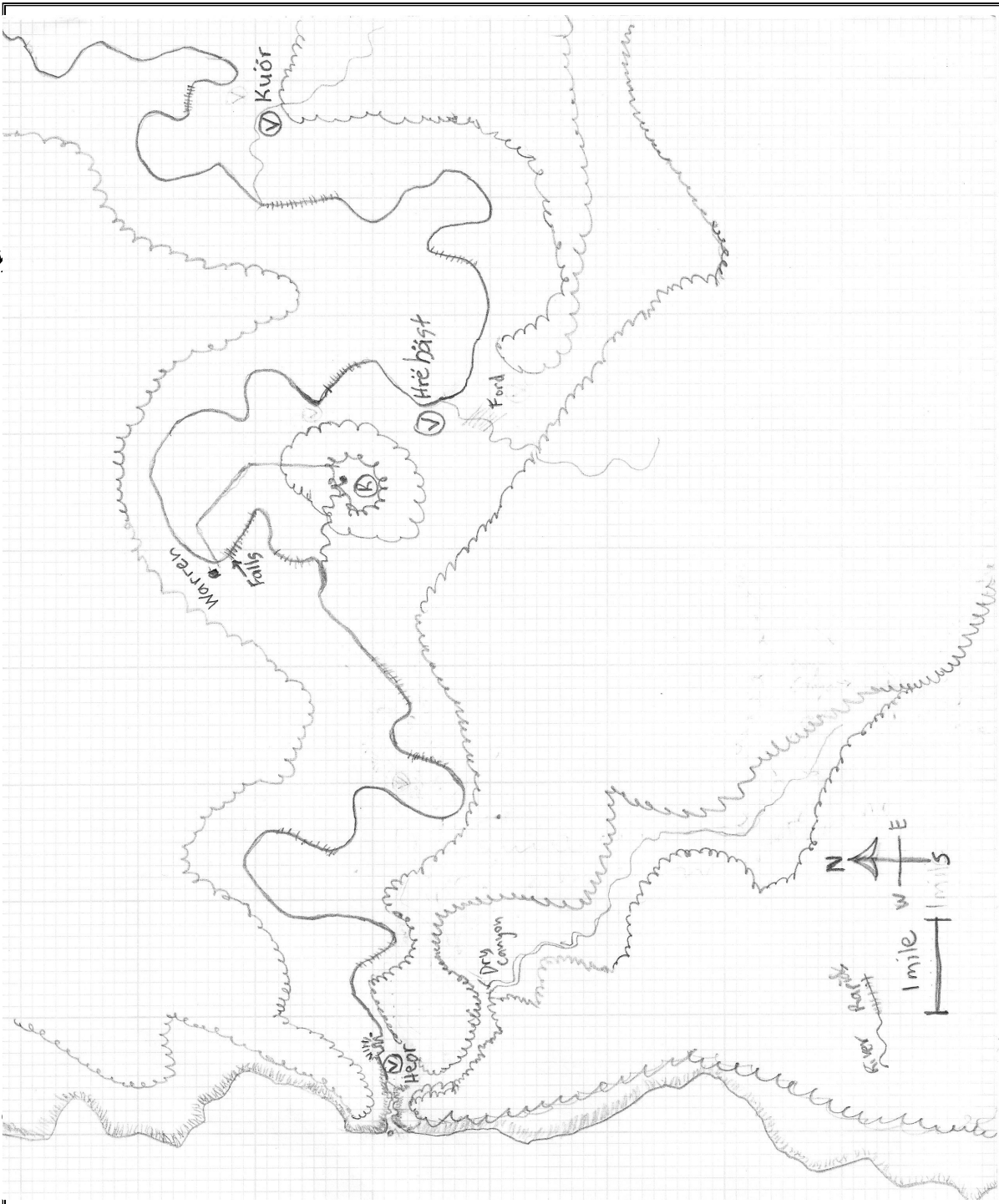
**9.1.13. NPC Details – Part V –
Rolemaster**



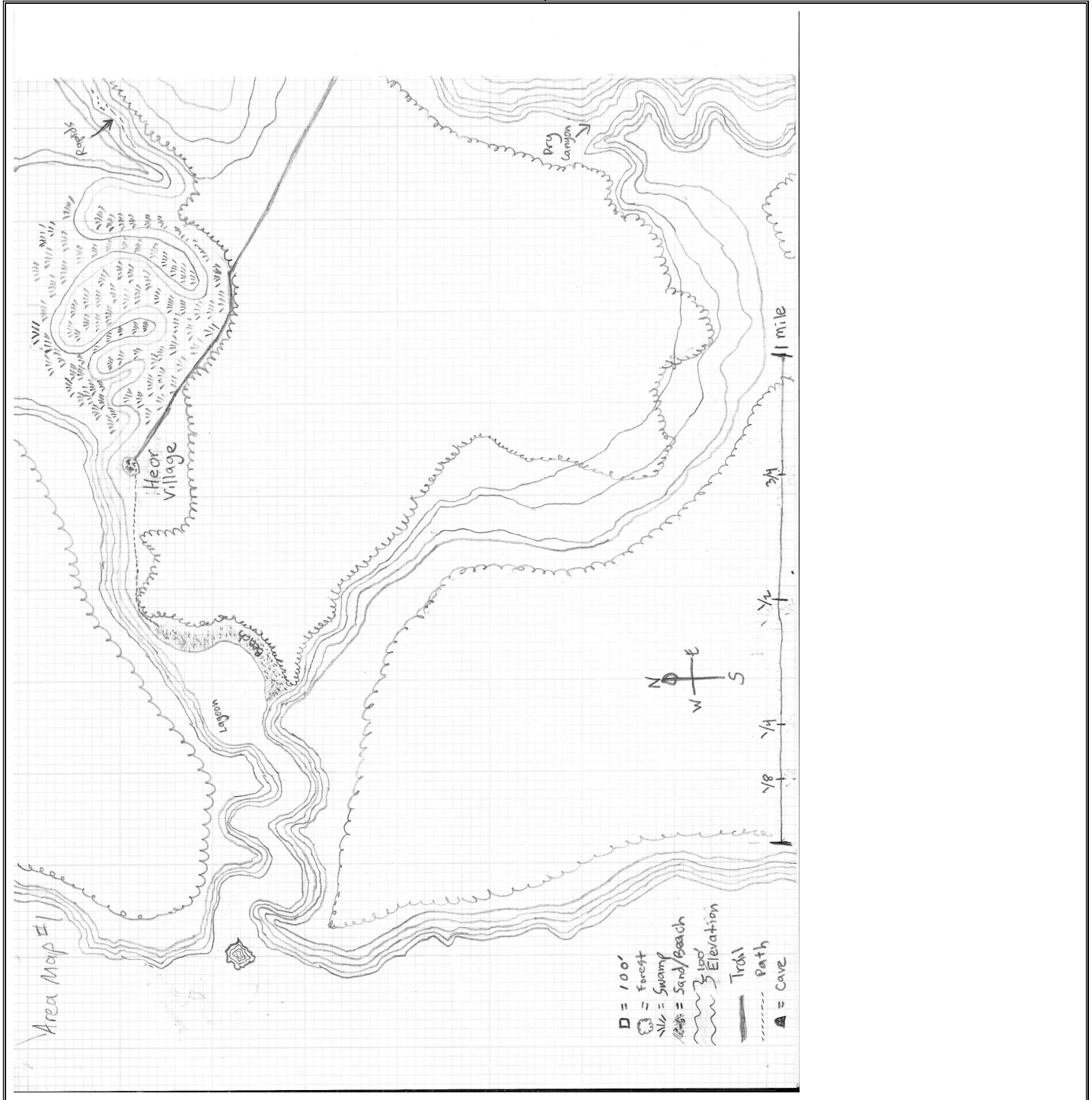
9.2. 1

9.2.1.

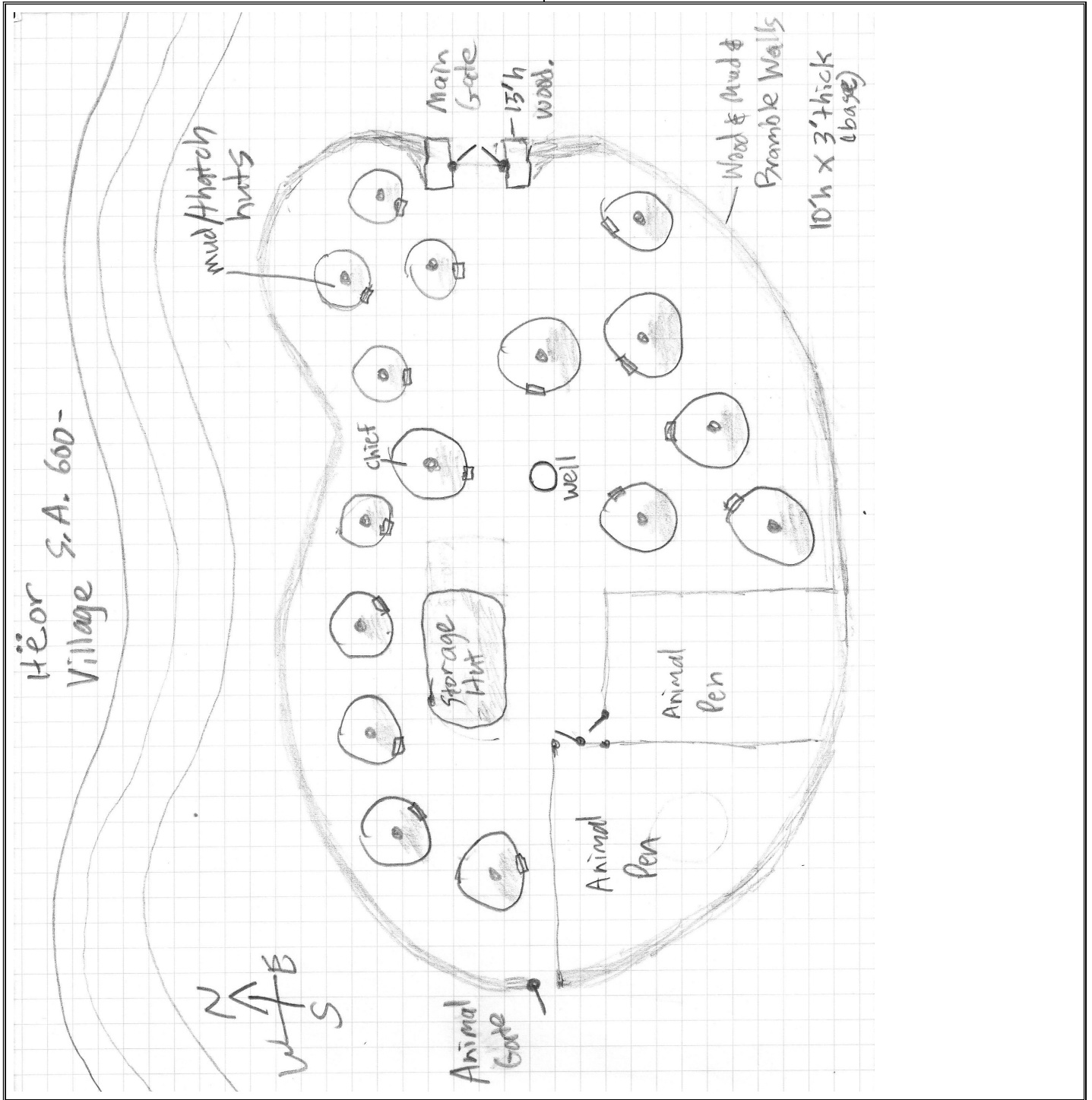
9.2.2.
Overvi



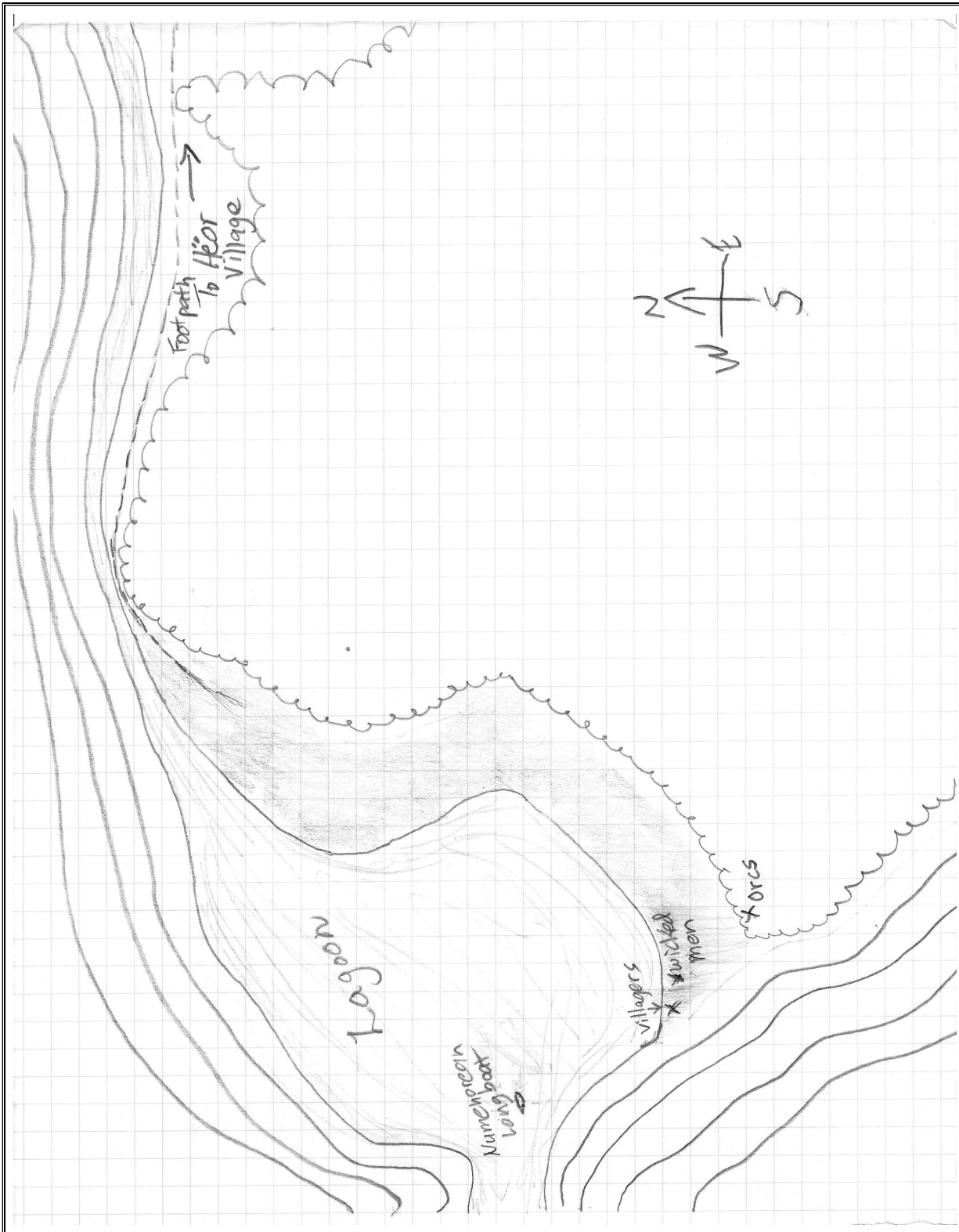
9.2.3. Hëor Village Area Map 1



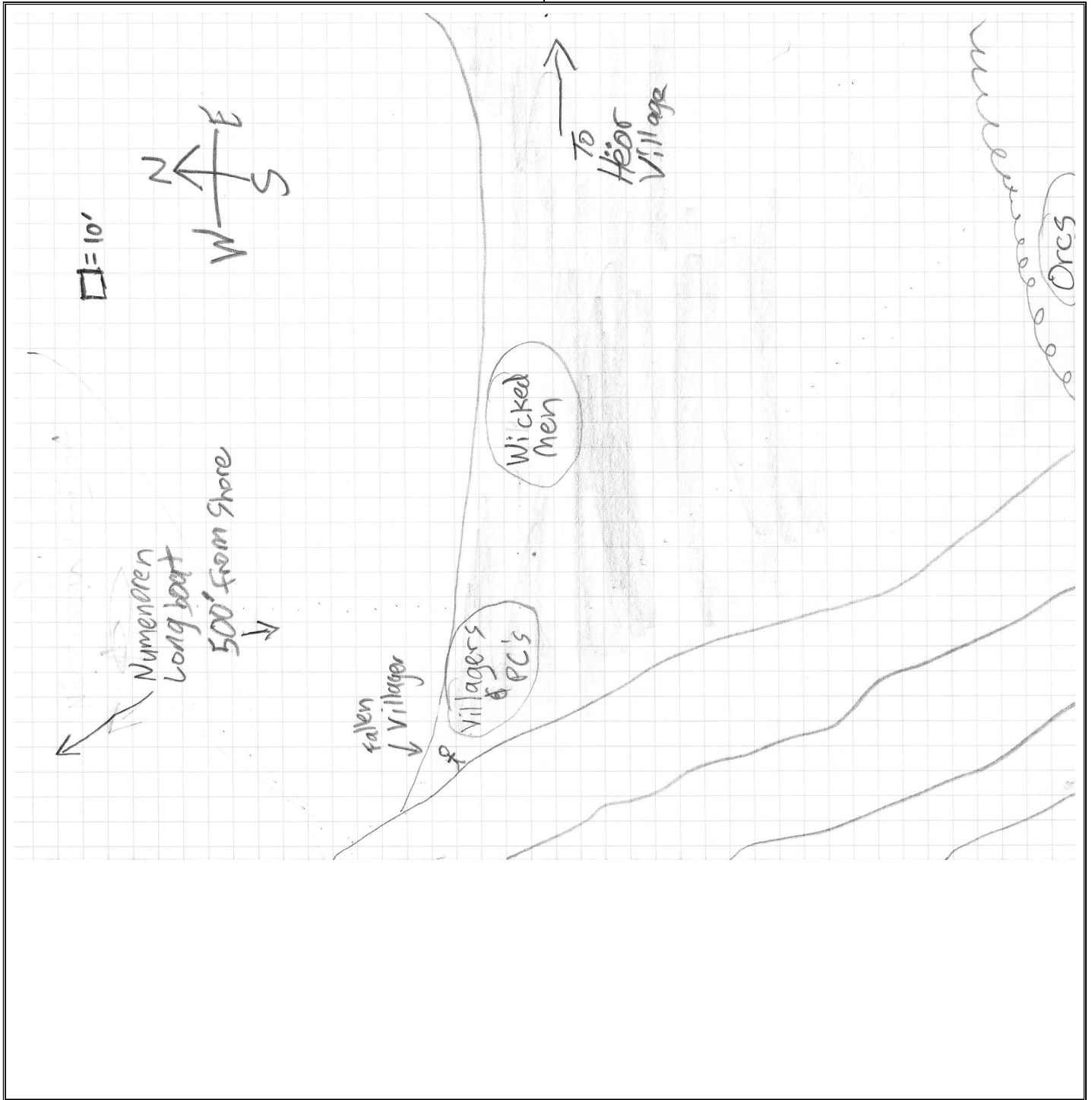
9.2.4. Hëor Village Map S.A. 611~



9.2.5.



9.2.6. First Contact Zoom 2



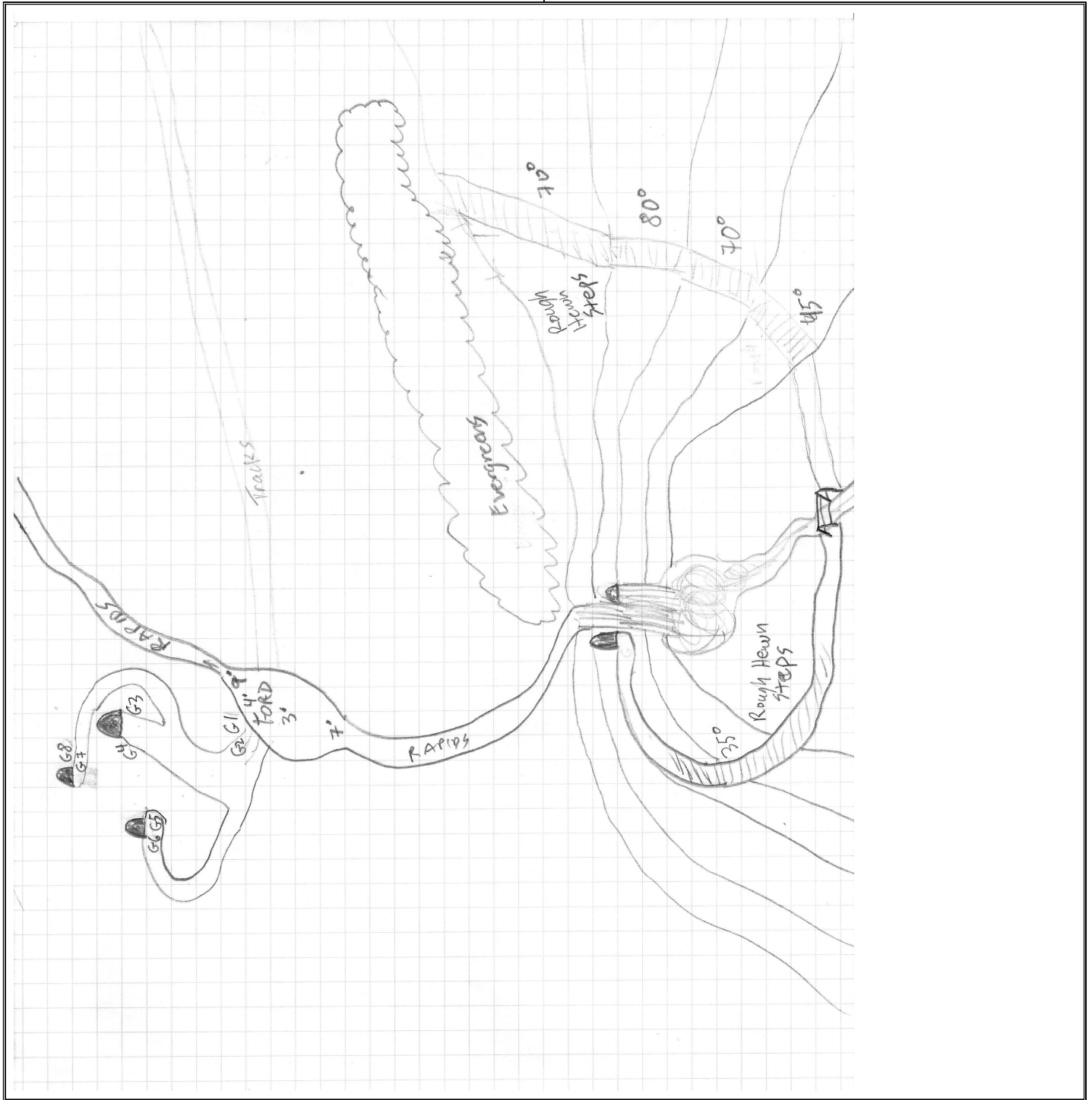
9.2.7. Halethian Hut Sketch



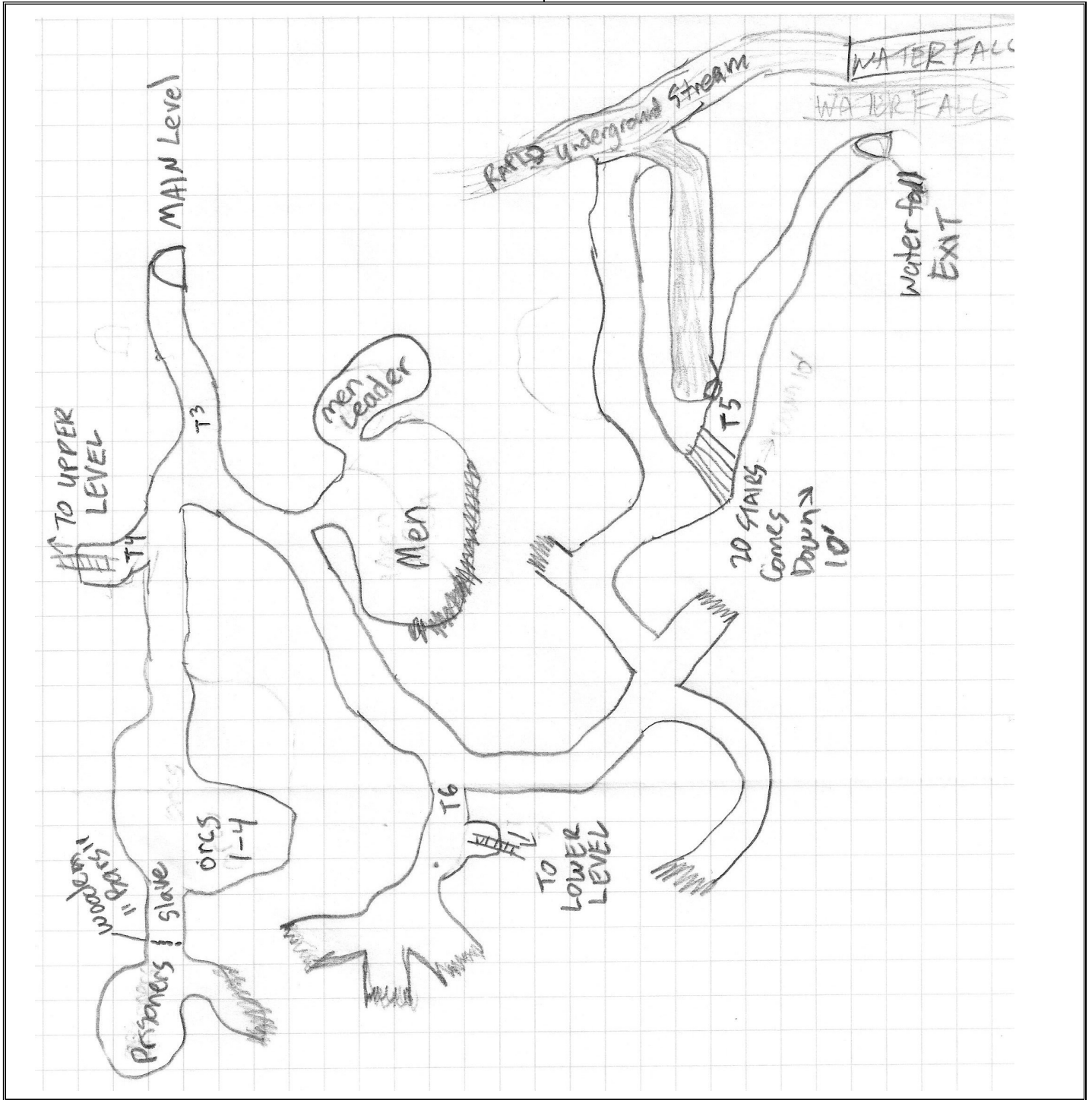
9.2.8. Warrens Exterior Sketch



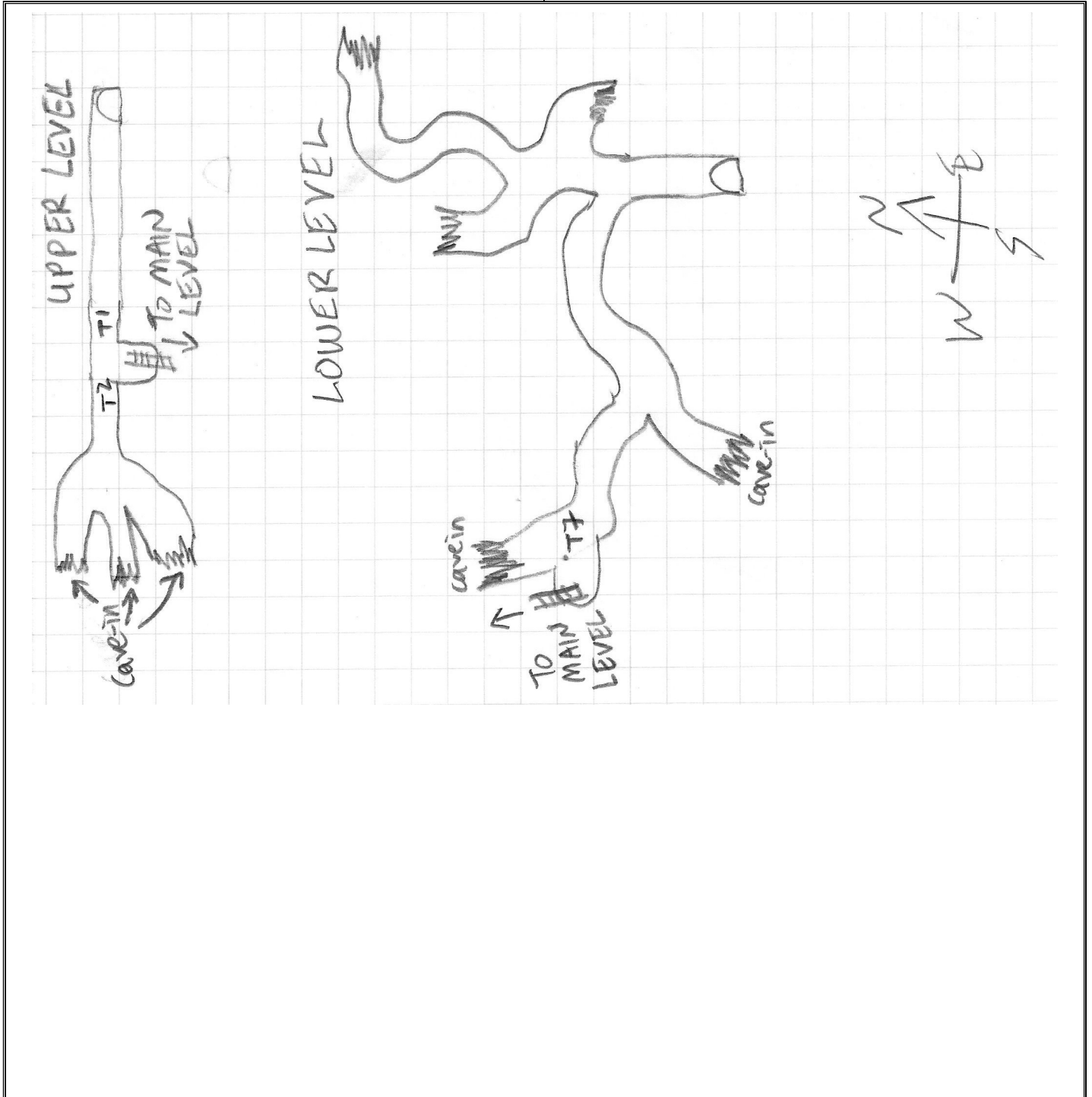
9.2.9. Warrens Exterior Map



9.2.10. Warrens Main Level Map



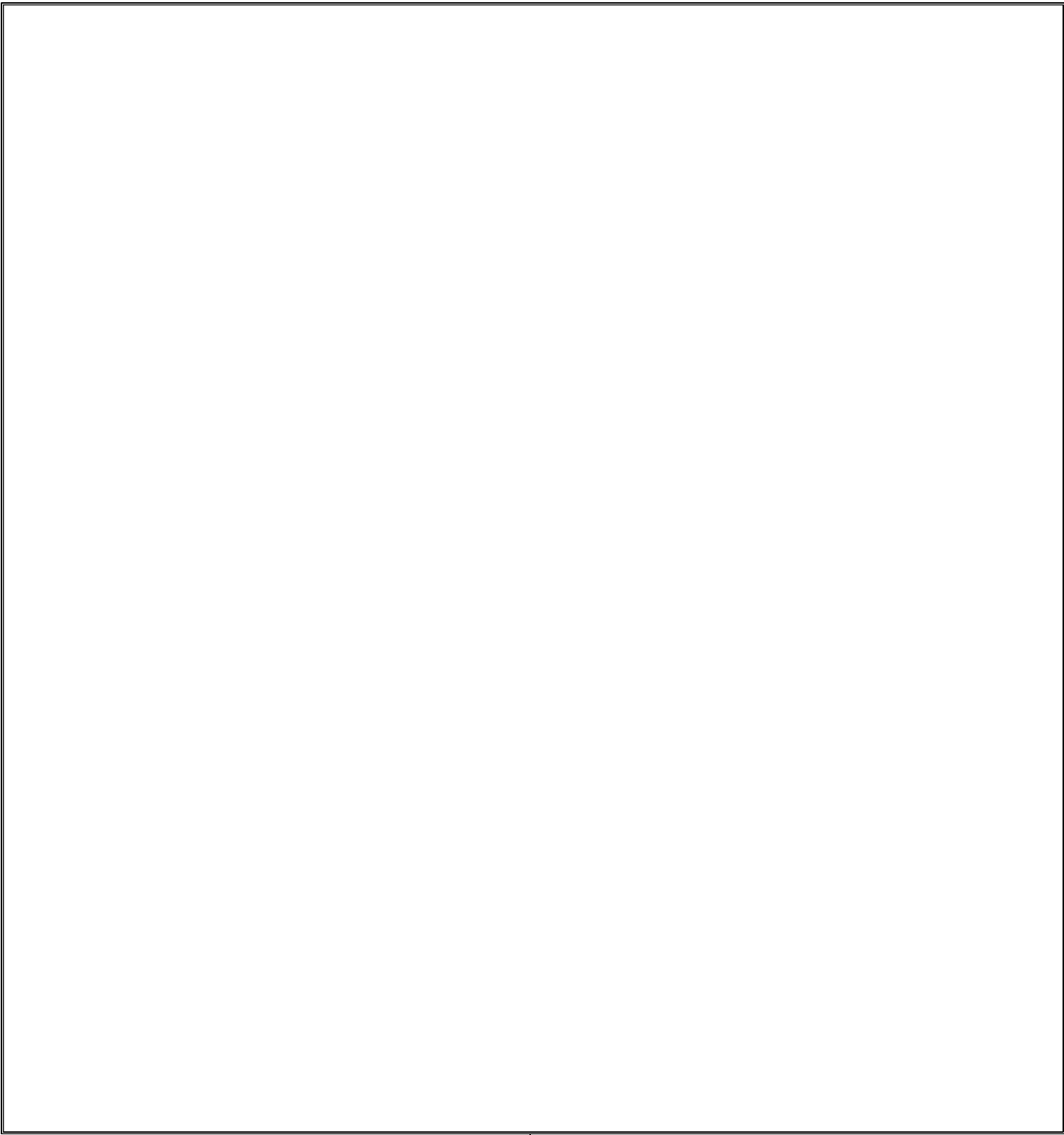
9.2.11. Warrens Upper & Lower Levels Map



9.2.12. Part III - Village (1) Map

**9.2.13. Part III - Cure Location
Map**

9.2.14. Part IV – Area Map



**9.2.15. Part IV– Rendezvous
Detail Map**

9.2.16. Part IV – Village (1) Map

9.2.17. Part IV – Village (2) Map

**9.2.18. Part IV – Caves Outside
Area Map**

**9.2.19. Part IV – Caves Interior
Map**

9.2.20. Part V – Area Map

9.2.21. Part V – Village (1) Map

9.2.22. Part V – Village (2) Map

9.2.23. Part V – Village (3) Map

9.2.24. Part V – Village (4) Map

9.2.25. Part V – Village (5) Map

9.2.26. Part V – Village (6) Map

9.2.27. Part V – Village (7) Map

9.2.28. Part V – Village (8) Map

9.2.29. Part V – Village (9) Map

9.2.30. Part VI – Area Map

9.2.31. Part VI – Village (1) Map

**9.2.32. Part VI – Battlefield (1)
Map**

**9.2.33. Part VI – Battlefield (2)
Map**

9.3. Pregenerated Characters

9.3.1. Part I – MERP

9.3.2. Part II - Decipher LotR

9.3.3. Part III - d20

9.3.4. Part IV - HARP

9.3.5. Part V - Rolemaster

10. References

11. Index

Alphabetical Index

A	F	Númenóreans.....3
Akallabêth.....3	Fëanorian.....4	P
Axes.....5	J	Pregenerated Characters.....88
B	J.R.R. Tolkien.....3	S
Bows.....5	M	Spears.....5
D	Men.....3	T
Decipher Lord of the Rings RPG..	MERP.....29	Tar-Elendil.....4
9	Middle-earth.....3pp., 9	The Silmarillion.....3
Description of the Island of	Morgoth.....3	U
Númenor.....5	N	Unfinished Tales.....5
E	Non Player Characters.....29	V
Eärendil.....3	NPC Chart - Part I.....29	Valar.....3
Edain.....3	Númenor.....4	

12. Licenses & disclaimers

OGI and such here.

